
Title: Geography of Sosaria - Vol I

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Ambrosia

In the Codex of Ultimate
Wisdom lies the
ever-spinning tale of
Ambrosia. Centuries ago,
a meteorite crashed into
the sea, and its husk
formed an island. To
mankind, this island was a
bad omen, yet this alien
to the world of man
drew the gargoyle people,
who gave it a name:
Ambrosia. Though rarely
occupied, the isle
Ambrosia served as a
symbol of good fortune,
as a land was created
where previously was
none. During the
cataclysm, however, this
land from another world
sank into the sea, and
became part of Britannian
lore.

With the rising of the
columns, the gargoyles'
pride grew and they
became discontent with
man and his imperfections.
In secret, far below the
waves, the gargoyles built
a new city, a place to
call their own, and dubbed
it Ambrosia, in memory
of the alien isle that
sparked the dream.
Beneath a grand and
magical dome, the city of
Ambrosia was born, it's
glowing spires safe from
the history of man.

Britain

Principal towne of the
Empire of Britannia, the

busy seaport of Britain
lies in central Britannia
on Brittany Bay. The
bards headquartered in
this towne of compassion
and the arts put their
emphasis on hospitality.
Britain has a large hot el
and outstanding pubs and
food. There is also an
armoury wherein thou
canst buy the finest
bows made.

The Britannys. These
three suburbs recently
sprung up around Lord
British's castle and
provide many of the
goods and services needed
by the court of Lord
British. East Brittany
specializes in shipbuilding
and boasts a fine healer.
North Brittany offers a
small, rustic inn and fine
stables among its several
farms. West Brittany is
a farming towne, supplying
its own needs and those
of the four surrounding
settlements.

It is also host to
multitudes of travelers
and to purveyors of
goods of all kinds. The
adventurer will surely
appreciate the hospitality
shown by Britain's
compassionate citizens.
The shops, inns and
armouries of Britain are
much renowned and
frequented by all who
prepare for and return
from long journeys.
It is easily the largest
city in all of Britannia
and it has seen much new
development. It is the
home of the historic
Wayfarer's Inn, Royal
Theatre and the Music
Hall. It is a center of
commerce for the entire
kingdom.

Buccaners Den

This island is the notorious home of pirates and thieves. It is a place that is not without risks and dangers--especially if one is too free in displaying one's money. In spite of its ill repute, many travelers have found this island village east of Paws to be a great source of exotic goods. The ships that frequent its harbor bring unusual artifacts from far and wide.

Cove

The magical village of Cove nestles among the mountains south of Lock Lake. Cove's healers and alchemists are among the best in Britannia. Here too is the magnificent temple of virtue, built to honour those on the quest of the Avatar.

The city of Cove is the cleanest city in all of Britannia. Although the city itself is pristine, a traveller would be wise to avoid Lock Lake, which has become very polluted in recent years. One of the most romantic places in all of Britannia is the "Lovers' Walk," which is not far from the Shrine. Across the mountains from Cove the traveller will find the Bloody Marsh, site of one of Britannia's most savage wars.

Jhelom

Far off the mainland, among the mountains on the central and largest of the Valorian Isles, the bustling town of Jhelom provides food and lodging to visitors as well as to its fighters and students

of valor.

It is the birthplace of
many an esteemed
Britannian warrior. This
city of Valor is also
known for its
well-stocked armoury, the
hospitality of its barmaids
and for its local fighting
club, the Library of
Scars.

Minoc

Stretched across the
mouth of Lost Hope Bay
in northern Britannia,
Minoc has committed
itself to the plight of
the needy and homeless.
Minoc is also well known
for its artisans who
excel in the crafts of
metalworking, armouring,
glassblowing and clock
making. Minoc, also
known as the city of
Sacrifice, The homeless
of Britannia are welcomed
in Minoc; here they find
refuge in the Mission of
the Helpless, with ready
access to a kind and
charitable healer.

Moonglow

Moonglow is the city of
Honesty and sits upon
the southern tip of
Verity Isle. It is where
the Lycaeum, the great
storehouse of knowledge
and wisdom, is located.
Nearby, the traveller will
also find the observatory,
which contains an orrery.
There are rumors that
thou mayst see thy
future here.

- The world's greatest
storehouse of knowledge
and wisdom is contained
within the walls that
form the Lycaeum. Poised
upon the northwestern
slopes of Verity Isle, the
Lycaeum's libraries,
laboratories and academies

of learning are a haven
for the seeker of truth.
Four times each year the
Inner Circle of Mages
congregates within the
labyrinthine chambers to
exchange esoteric secrets.
Whilst in the area, do
not fail to visit the
observatory where
astronomers create many
fine lenses through which
to view the heavens.

Paws

Paws is a small coastal
village that, because of
the continuous expansion
of the capital city, has
essentially merged with
Britain. While there was
a time when this village
held a quaint rustic
charm, in more recent
years the village of Paws
has languished in poverty.
A terrible, seven-year
drought has forced the
closure of many of the
local farms. The industry
of paws consists primarily
of milling flour, dairy
farming and meat curing.
Serpents Hold

A bastion of honor, valor
and triumph, Serpent's
Hold is the castle
headquarters of the
Order of the Silver
Serpent and the training
center for Britannia's
armed militia. Many noble
and brave warriors have
set forth in our defense
from this garrison on the
Isle of Deeds. The most
skilled of these warriors,
grizzled veterans all, have
selflessly returned to
instruct the new recruits
in the ways of attack
and defense.

Trinsic

On a grassy plain on the

southeastern shore of
Britannia, Trinsic's
honourable paladins
impress visitors with
their courage and devotion
to truth. A sunny towne
of marble buildings and
shaded parks, Trinsic has
a lovely pond, an armoury,
a healer and a fine
stable. Travellers might
question the need for the
walls that surround the
city. As if this would not
be enough to keep the
city secure, the guards
of the city will not
permit anyone to enter
or leave the city unless
they know the secret
password. While this was
once done to maintain the
security of the city and
the safety of its
citizens, it is now done
mostly to sustain a
traditional ritual.